

**Listing of Claims:**

1. (Original) A gaming method for facilitating game play via a gaming apparatus, the gaming apparatus comprising a value input device, a first display unit, and a configurable control panel unit, the configurable control panel unit comprising a second display unit and a touch screen unit associated with the second display unit, the gaming method comprising:

receiving a value input from a player via the value input device;

causing the first display unit to display a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo;

selecting one of a plurality of player input displays;

causing the second display unit to display the selected one of the plurality of player input displays;

receiving player input data associated with the selected one of the plurality of player input displays via the touch screen unit;

determining a value payout associated with an outcome of the game.

2. (Original) A gaming method according to claim 1, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display at least one button.

3. (Original) A gaming method according to claim 2, further comprising determining whether the player selected the at least one button.

4. (Original) A gaming method according to claim 2, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a first background.

5. (Original) A gaming method according to claim 4, wherein causing the second display unit to display the first background comprises causing the second display unit to display an image.

6. (Original) A gaming method according to claim 4, wherein causing the second display unit to display the background comprises causing the second display unit to display a video.

7. (Original) A gaming method according to claim 4, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a second background after displaying the first background.

8. (Original) A gaming method according to claim 1, further comprising causing the second display unit to display a colored image.

9. (Original) A gaming method according to claim 1, further comprising causing the second display unit to display video.

10. (Original) A gaming method according to claim 1, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo, wherein the selected one of the plurality of player input displays comprises the second game display.

11. (Original) A gaming method according to claim 10, further comprising causing the first display unit to display a bonus game while causing the second display unit to display the second game display.

12. (Original) A gaming method according to claim 10, further comprising causing the first display unit to display a feature event while causing the second display unit to display the second game display.

13. (Original) A gaming method according to claim 1, wherein selecting the one of the plurality of player input displays comprises selecting the one of the plurality of player input displays based on at least one of player input, a time, a game, a stage of a game, a denomination, and player tracking information.

14. (Original) A gaming method according to claim 1, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a user interface for configuring player tracking information.

15. (Original) A gaming method according to claim 1, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a user interface for ordering at least one of a drink, a food item, a ticket to a show, and a service offered by a casino.

16. (Original) A gaming method according to claim 1, wherein the configurable control panel unit further comprises at least one button separate from the second display unit, the method further comprising receiving player input data via the at least one button separate from the second display unit.

17. (Original) A gaming apparatus, comprising:

- a first display unit;
- a value input device;
- a configurable control panel unit, the configurable control panel unit comprising a second display unit, and a touch screen unit, the touch screen unit including a touch screen device associated with the second display unit,
- a controller operatively coupled to the first display unit, the value input device, the second display unit, and the touch screen unit, the controller comprising a processor and a memory operatively coupled to the processor,
  - the controller being programmed to receive value input data via the value input device,
  - the controller being programmed to cause the first display unit to generate a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo,
  - the controller being programmed to select one of a plurality of player input displays,
  - the controller being programmed to cause the second display unit to generate the selected one of the plurality of player input displays,
  - the controller being programmed to receive player input data associated with the selected one of the plurality of player input displays via the touch screen unit,
  - the controller being programmed to determine a value payout associated with an outcome of the game.

18. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the secondary display unit to display at least one button.

19. (Original) A gaming apparatus according to claim 18, wherein the controller is programmed to determine if the player selected the at least one button.

20. (Original) A gaming apparatus according to claim 18, wherein the controller is programmed to cause the secondary display unit to display a first background to the at least one button.

21. (Original) A gaming apparatus according to claim 20, wherein the controller is programmed to cause the second display unit to display a second background after displaying the first background.

22. (Currently Amended) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the second display unit to display a color ~~images~~ image.

23. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the second display unit to display video.

24. (Currently Amended) A gaming apparatus according to claim [[1]] 17, wherein the controller is programmed to cause the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo.

25. (Original) A gaming apparatus according to claim 24, wherein the selected one of the plurality of player input displays comprises the second game display.

26. (Currently Amended) A gaming apparatus according to claim [[10]] 24, wherein the controller is programmed to cause the first display unit to display a bonus game while causing the second display unit to display the second game display.

27. (Currently Amended) A gaming apparatus according to claim [[10]] 24, wherein the controller is programmed to cause the first display unit to display a feature event while causing the second display unit to display the second game display.

28. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to select the one of the plurality of player input displays based on at least one of player input data, a time, a game, a stage of a game, a denomination, and player tracking information.

29. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the second display unit to display a user interface for configuring player tracking information.

30. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the second display unit to display a user interface for ordering at least one of a drink, a food item, a ticket to a show, and a service offered by a casino.

31. (Original) A gaming apparatus according to claim 17, wherein the configurable control panel unit further comprises a user input device separate from the plurality of player input displays;

wherein the controller is programmed to receive player input data via the user input device separate from the plurality of player input displays.

32. (Original) A gaming method for facilitating game play via a gaming apparatus, the gaming apparatus comprising a value input device, a first display unit, and a configurable control panel unit, the configurable control panel unit comprising a second display unit and a touch screen unit associated with the second display unit, the gaming method comprising:

receiving a value input from a player via the value input device;

causing the first display unit to display a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo;

causing the second display unit to display a first player input display, the first player input display comprising a first plurality of buttons;

receiving player input data associated with the first plurality of buttons via the touch screen unit;

determining a value payout associated with an outcome of the game.

33. (Original) A gaming method according to claim 32, further comprising determining whether the player selected one of the buttons in the first plurality of buttons.

34. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a first background.

35. (Original) A gaming method according to claim 34, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a second background after displaying the first background.

36. (Original) A gaming method according to claim 32, further comprising causing the second display unit to display a colored image.

37. (Original) A gaming method according to claim 32, further comprising causing the second display unit to display video.

38. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo, wherein the first player input display comprises the second game display.

39. (Original) A gaming method according to claim 38, further comprising causing the first display unit to display a bonus game while causing the second display unit to display the second game display.

40. (Original) A gaming method according to claim 38, further comprising causing the first display unit to display a feature event while causing the second display unit to display the second game display.

41. (Original) A gaming method according to claim 32, further comprising: causing the second display unit to display a second player input display after causing the second display unit to display the first player input display, wherein the second player input display comprises at least a second button; and receiving player input data associated with the at least a second button via the touch screen unit.

42. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a user interface for configuring player tracking information.

43. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a user interface for ordering at least one of a drink, a food item, a ticket to a show, and a service offered by a casino.

44. (Original) A gaming method according to claim 32, wherein the configurable control panel unit further comprises at least one button separate from the second display unit, the method further comprising receiving player input data via the at least one button separate from the second display unit.

45. (Original) A gaming apparatus, comprising:

- a first display unit;
- a value input device;
- a configurable control panel unit, the configurable control panel unit comprising a second display unit, and a touch screen unit, the touch screen unit including a touch screen device associated with the second display unit,
- a controller operatively coupled to the first display unit, the value input device, the second display unit, and the touch screen unit, the controller comprising a processor and a memory operatively coupled to the processor,
- the controller being programmed to receive value input data via the value input device,
- the controller being programmed to cause the first display unit to generate a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo,
- the controller being programmed to cause the second display unit to generate a first player input display, the first player input display comprising a first plurality of buttons,
- the controller being programmed to receive player input data associated with the first plurality of buttons via the touch screen unit,
- the controller being programmed to determine a value payout associated with an outcome of the game.

46. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to determine whether the player selected one of the buttons in the first plurality of buttons.

47. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display a colored image.

48. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display video.

49. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo, wherein the first player input display comprises the second game display.

50. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display a second player input display after causing the second display unit to display the first player input display, wherein the second player input display comprises at least a second button; and

wherein the controller is programmed to receive player input data associated with the at least a second button via the touch screen unit.

51. (Original) A gaming apparatus according to claim 45, wherein the configurable control panel unit further comprises a user input device separate from the second display unit;

wherein the controller is programmed to receive player input data via the user input device separate from the second display unit.